SPACE GHOST
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DYNAMITE
RATED TEEN
DAVID PEPOSE
JONATHAN LAU
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SPACE GHOST
™
ANTHONY MARQUES
CAPCOM

Across the vastness of space, evil flourishes in the darkness between stars. With territories spread far and wide across the Galactic Federation, pirates and hijackers have ransacked these distant colonies with cruel disregard for the innocent scientists living within them.

Yet there is a cosmic vigilante who metes out justice across the spaceways, bringing vengeance to those who prey upon the defenseless.

They call him the...

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Interstellar Research Platform--
Black Hole X.
THIS IS DOCTOR ALAN ZORKET, RECORDING FOR THE GALACTIC FEDERATION SCIENCE CORPS...
FOR THE LAST SIX HOURS, I'VE DETECTED STRANGE READINGS COMING FROM THE BLACK HOLE...
WAIT-- THESE ENERGY SPIKES CAN'T BE RIGHT...
THERE'S SOMETHING COMING FROM BEYOND THE EVENT HORIZON--!
DEAR LORD--IT'S GOING TO... NNFF--!
SHRAKOOOOOOM
INCREDIBLE-- HE REALLY DID IT...
TEMPUS ACTUALLY SENT ME BACK...
ISSSSSSSSSSS
23 : 59 : 51

T-THAT'S IMPOSSIBLE! A HUMAN BEING COULD NEVER SURVIVE THE RIGORS OF A BLACK HOLE--UNLESS...
ARE YOU SAYING YOU WERE ACTUALLY SENT BACKWARDS THROUGH TIME...?
B-BUT EVEN IF THE THEORIES ARE CORRECT--THE POTENTIAL DAMAGE TO OUR DIMENSIONAL STABILITY...

I KNOW YOU--YOU'RE DOCTOR ALAN ZORKET, AREN'T YOU?
A MERRILL PRIZE-WINNING GEOPHYSICIST AND ROBOTICIST... LEFT DROWNING IN DEBT AFTER YOUR THIRD DIVORCE.

THAT IS... UNTIL YOU FINALLY SEEK REVENGE BY CREATING YOUR LEGION OF ROCK ROBOTS.
WHAT-- H-HOW--?
...I-I ONLY CAME UP WITH THE IDEA LAST WEEK.

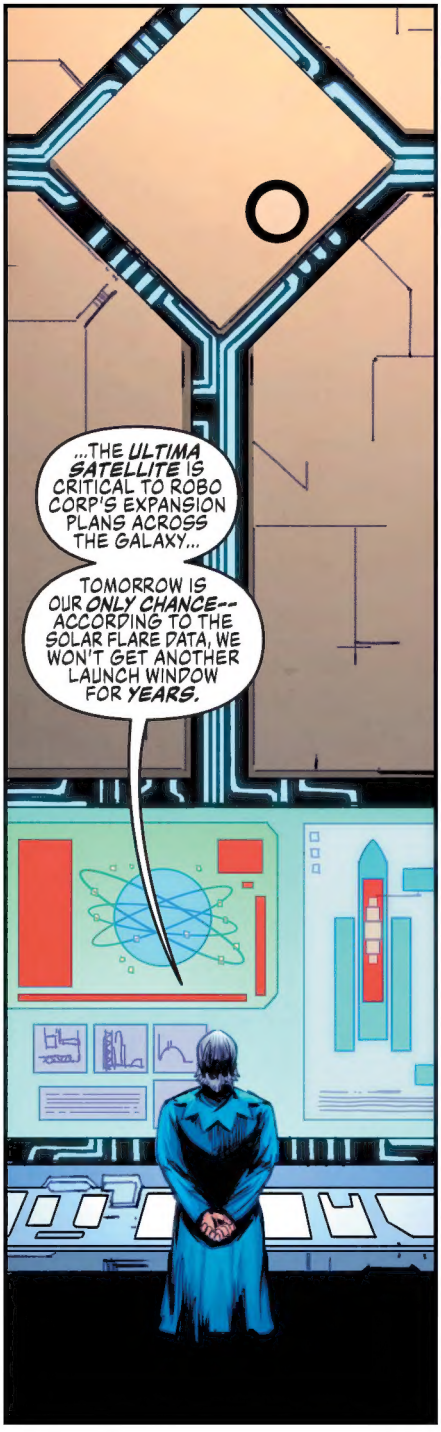
THE IDEA IS JUST THE BEGINNING--YOU'LL RUIN COUNTLESS LIVES ONCE YOU ACTUALLY BUILD THEM...
UNLESS I STOP YOU FIRST.

N-NO-- YOU CAN'T! SPACE GHOST DOESN'T KILL--!
SPACE GHOST DOESN'T--
NYARRRRRGH!
PREVIOUSLY

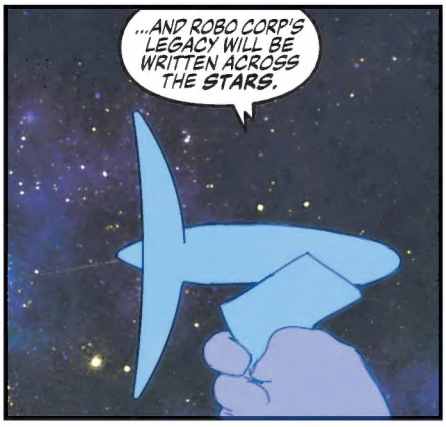
THAT'S WHERE YOU'RE WRONG ABOUT ME, DOCTOR...
...THE NAME IS SPACE SPECTRE...
...AND I'VE COME TO SAVE THE GALAXY...BY ANY MEANS NECESSARY.

23 : 54 : 18

Robo Corp Tower.
GENTLEMEN, THE FUTURE OF THIS COMPANY RESTS ON TOMORROW'S LAUNCH...

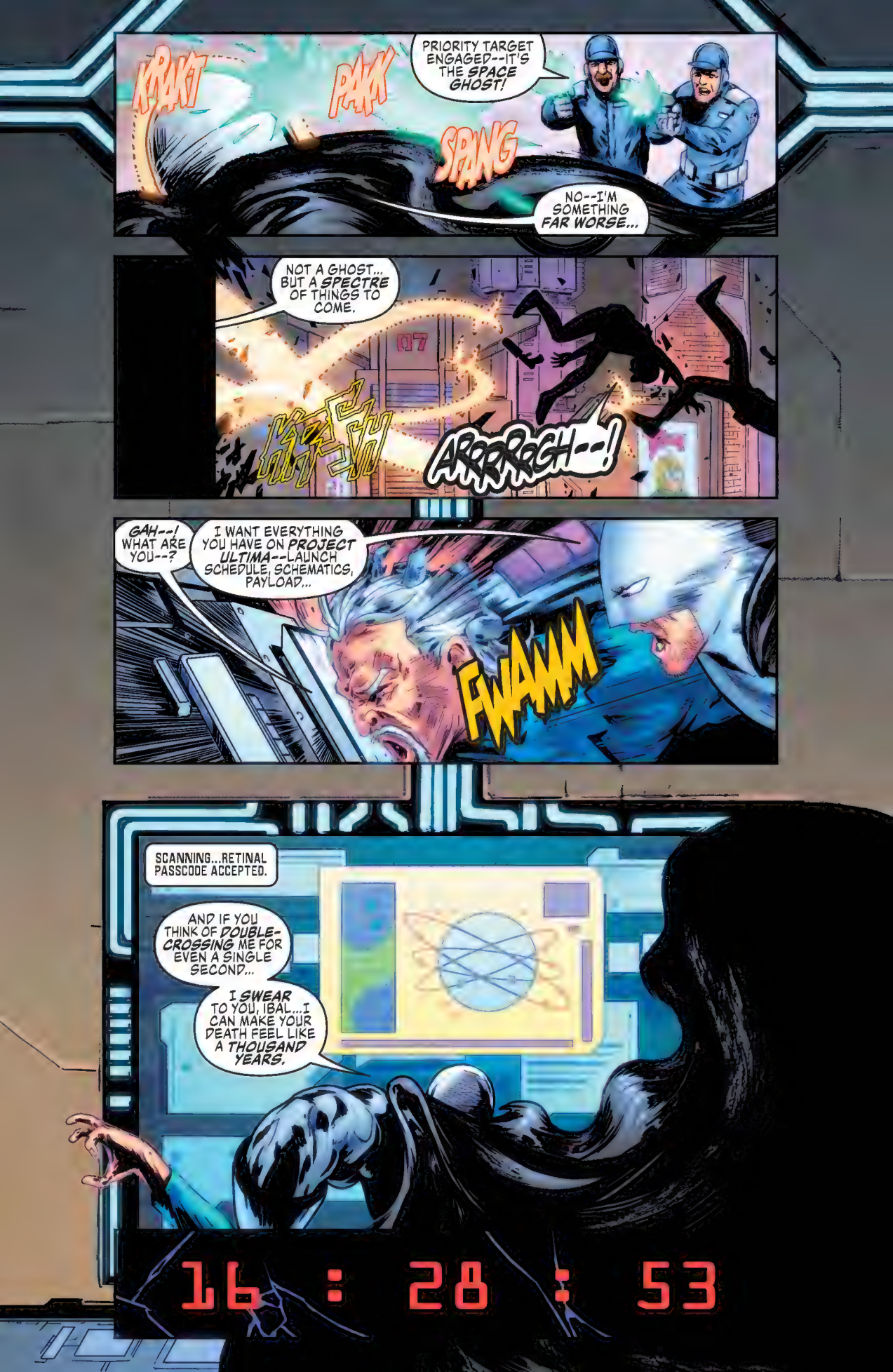

...THE ULTIMA SATELLITE IS CRITICAL TO ROBO CORP'S EXPANSION PLANS ACROSS THE GALAXY...
TOMORROW IS OUR ONLY CHANCE--ACCORDING TO THE SOLAR FLARE DATA, WE WON'T GET ANOTHER LAUNCH WINDOW FOR YEARS.

WE'VE TRIPLE-CHECKED ALL SYSTEMS, DOCTOR IBAL--THE ROCKET IS FULLY OPERATIONAL...
GOOD--WITH THE BILLIONS WE'VE SPENT DEVELOPING PROJECT ULTIMA, WE'VE COME TOO FAR TO TURN BACK NOW.
WHEN THE NETWORK IS FINALLY ACTIVATED, WE WILL BRING TOGETHER THE UNIVERSE LIKE NEVER BEFORE...


...AND ROBO CORP'S LEGACY WILL BE WRITTEN ACROSS THE STARS.

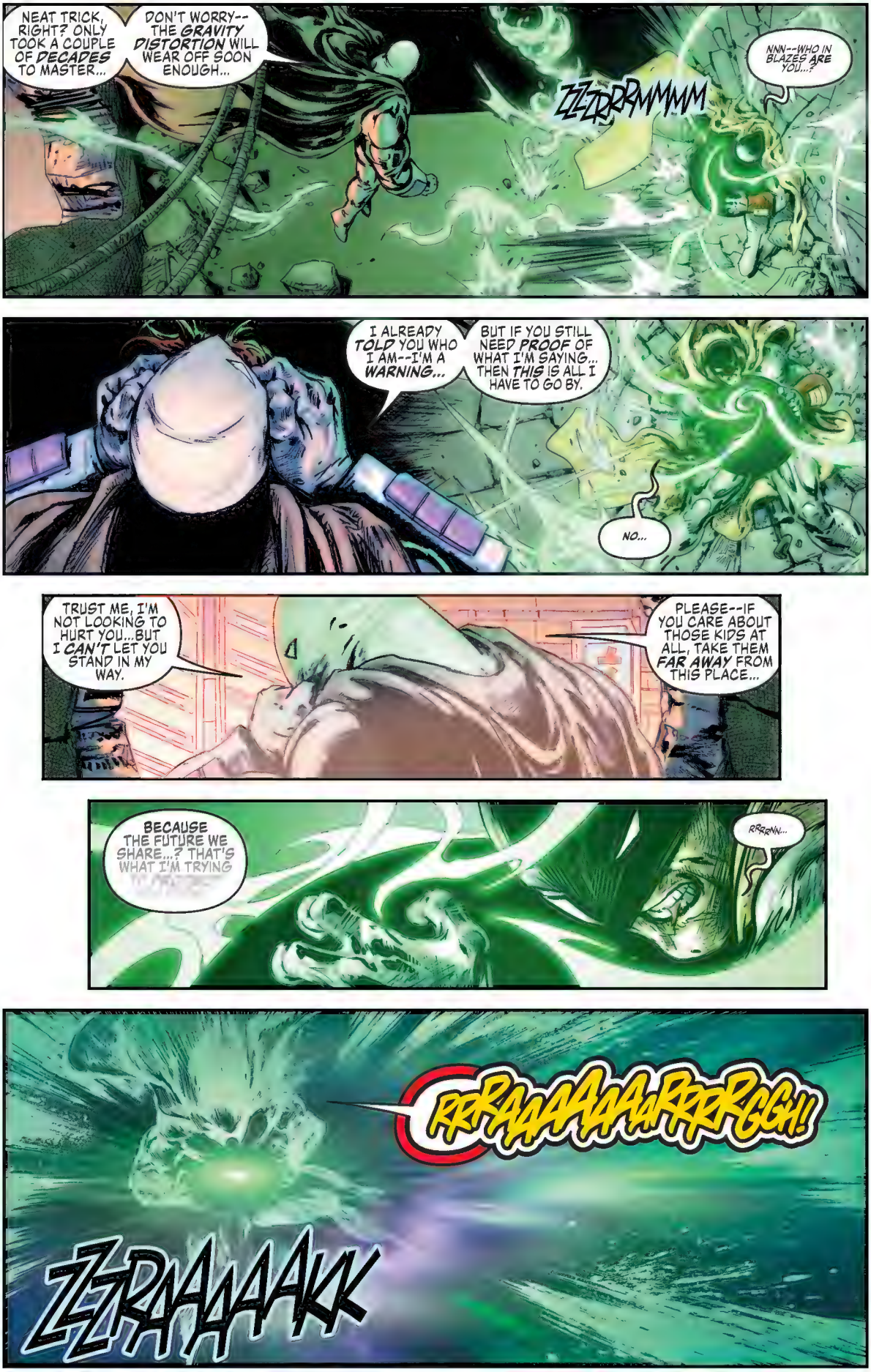
BOY, XANDER IBAL SURE DOES LOVE TO HEAR HIMSELF TALK...
BUT DO JAN AND I REALLY NEED TO LISTEN TO HIM GO ON ABOUT A COMMUNICATIONS SATELLITE...?
YEAH, JACE IS RIGHT--EVEN BLIP'S GETTING BORED SITTING OUT HERE IN INVISO-MODE!

C'MON, SPACE GHOST--WHY CAN'T WE JUST BUG IBAL'S OFFICE AND CALL IT A DAY?
BECAUSE WE DON'T KNOW WHAT COUNTER-MEASURES ROBO CORP HAS AT THEIR DISPOSAL, JACE...
"WE'VE GOT OURSELVES A PARTY CRASHER...AND HE LOOKS EXACTLY LIKE YOU!"
DOCTOR XANDER IBAL...
WHERE IS PROJECT ULTIMA?!
BESIDES, YOU THREE NEED TO PRACTICE YOUR STEALTH MISSIONS...
...AND I COULD USE THE PEACE AND QUIET.
HA-- YOU'RE A REGULAR LAUGH RIOT OVER THERE, BOSS...
WAIT A SECOND--SPACE GHOST, ARE YOU STILL ON THE PHANTOM CRUISER...?
I'M STILL IN POSITION, JAN--WHY?
THEN WE HAVE A MAJOR PROBLEM ON OUR HANDS, FELLAS...
KRAKOOM!!


KRAKT
PAK
SPANG
PRIORITY TARGET ENGAGED--IT'S THE SPACE GHOST!
NO--I'M SOMETHING FAR WORSE...
NOT A GHOST... BUT A SPECTRE OF THINGS TO COME.
ARRRRGH--!
GAH--! WHAT ARE YOU--?
I WANT EVERYTHING YOU HAVE ON PROJECT ULTIMA--LAUNCH SCHEDULE, SCHEMATICS, PAYLOAD...
FWAMM
SCANNING...RETINAL PASSCODE ACCEPTED.
AND IF YOU THINK OF DOUBLE-CROSSING ME FOR EVEN A SINGLE SECOND...
I SWEAR TO YOU, IBAL...I CAN MAKE YOUR DEATH FEEL LIKE A THOUSAND YEARS.
16 : 28 : 53

I DON'T KNOW WHAT KIND OF TWISTED GAME YOU'RE PLAYING AT, IMPOSTER...
SHZRAAK
NNF--!
THERE'S ONLY ROOM FOR ONE SPACE GHOST IN THIS UNIVERSE...
AND YOU'RE LOOKING AT HIM.
OF COURSE--JUST AS ARROGANT AND SELF-RIGHTEOUS AS I REMEMBER...
YOU REALLY CAN'T TELL WHEN THE FUTURE'S STARING YOU IN THE FACE, CAN YOU?
I'VE ALREADY SEEN WHAT YOUR WEAKNESS BRINGS UPON THE GALAXY, SPACE GHOST...
BUT WHERE YOU'VE FAILED... SPACE SPECTRE WILL FINISH THE JOB!
JACE, WATCH-- NNF!

GRRN--IF YOU'RE REALLY FROM THE FUTURE, CREEP...
THEN YOU SHOULD'VE ALREADY SEEN THIS ONE COMING!
UNBELIEVABLE--YOU'RE STILL FIRING WARNING BLASTS?
YOU CLING TO THIS BROKEN MORAL CODE--BUT ALL IT DOES IS HURT THE ONES YOU LOVE!
KOOOOOSH
AFTER EVERYTHING THAT HAPPENED, IT TOOK ME YEARS TO LET THAT GO--BUT WHEN I FINALLY DID--?
MY MIND OPENED UP TO ALL KINDS OF POSSIBILITIES...
ZZZRRRMMM
LIKE USING THE POWER BANDS TO WIELD DARK MATTER!
ZZZRRRKKOMMM
NYARRRGH!
16 : 23 : 47


NEAT TRICK, RIGHT? ONLY TOOK A COUPLE OF DECADES TO MASTER...
DON'T WORRY--THE GRAVITY DISTORTION WILL WEAR OFF SOON ENOUGH...
ZZZRRRMMMM
NNN--WHO IN BLAZES ARE YOU...?
I ALREADY TOLD YOU WHO I AM--I'M A WARNING...
BUT IF YOU STILL NEED PROOF OF WHAT I'M SAYING... THEN THIS IS ALL I HAVE TO GO BY.
NO...
TRUST ME, I'M NOT LOOKING TO HURT YOU...BUT I CAN'T LET YOU STAND IN MY WAY.
PLEASE--IF YOU CARE ABOUT THOSE KIDS AT ALL, TAKE THEM FAR AWAY FROM THIS PLACE...
BECAUSE THE FUTURE WE SHARE...? THAT'S WHAT I'M TRYING
RRRRNN...
RRRAAAAAAARRRRGGH!
ZZRAAAAKK

JEEZ...WHO WAS THAT GUY? HE HIT US LIKE A FREIGHT TRAIN...
I DUNNO, JAN--BUT HE AND SPACE GHOST SURE TOOK OFF IN A HURRY!
JUDGING BY YOUR DISMAL PERFORMANCE WITH OUR ASSAILANT, YOU CHILDREN ARE CLEARLY IN OVER YOUR HEADS...
BUT THAT CHIMP OF YOURS IS OFFICIALLY ROBO CORP PROPERTY... AND I MEAN TO HAVE IT!
TOUCH ONE HAIR ON BLIP'S HEAD, IBAL, AND YOU'LL BE THE NEXT ONE GOING OUT THE WINDOW.
NOW I'M GIVING YOU ONE CHANCE--WHAT WAS SPACE SPECTRE AFTER, AND WHY SHOULDN'T I JUST LEAVE YOU TO HIM?
YOU DON'T UNDERSTAND--THAT MANIAC'S TRYING TO DISRUPT TOMORROW'S LAUNCH OF THE ULTIMA SATELLITE!
THEN PERHAPS YOU SHOULD SHUT IT DOWN BEFORE HE GETS THERE.
THAT'S JUST IT--WE CAN'T DISMANTLE THE ROCKET IN TIME... NOT UNLESS YOU WANT TO RISK KILLING A MILLION PEOPLE!
WHAT ARE YOU SAYING, IBAL--?
SPACE SPECTRE WAS ONLY ABLE TO ACCESS THE LAUNCH COORDINATES BEFORE YOU INTERVENED... NOT THE PAYLOAD!
THE ULTIMA IS POWERED BY LUCIDIUM CRYSTALS--BUT IF THE ROCKET'S CONTAINMENT CORE IS DAMAGED...
GOD HELP US ALL--THE RADIATION COULD WIPE OUT THE ENTIRE CITY!

EVERYTHING OKAY, SPACE GHOST? YOU SEEMED AWFULLY QUIET WHEN IBAL WAS MAKING HIS SALES PITCH...
YOU DON'T NEED TO WORRY ABOUT ME, KIDS--I JUST NEEDED SOME TIME TO THINK...
SPACE SPECTRE IS ALREADY DANGEROUS...AND IF IBAL'S RIGHT ABOUT THE ULTIMA CORE, THIS MISSION COULD BE A SUICIDE RUN...
MAYBE YOU BOTH SHOULD STAY ON GHOST PLANET WHERE IT'S SAFE... AND I CAN DEAL WITH THIS ON MY OWN.
I DUNNO WHAT'S GOT YOU SO SPOOKED, S.G.--BUT WHEN HAVE WE EVER LEFT YOU TO FEND FOR YOURSELF?
C'MON, YOU KNOW THE DEAL, BOSS--WHERE YOU GO, WE GO!
WELL, FOR A BROODING VIGILANTE... YOU'RE NOT SO BAD YOURSELF, SPACE GHOST.
HEH--MAYBE I SHOULD START TAKING POINTERS FROM THE TWO OF YOU...
:SIGH:--YOU'RE GOOD KIDS, YOU KNOW THAT...?
NO MATTER WHAT HAPPENS, I HOPE YOU BOTH ALWAYS REMEMBER THAT...

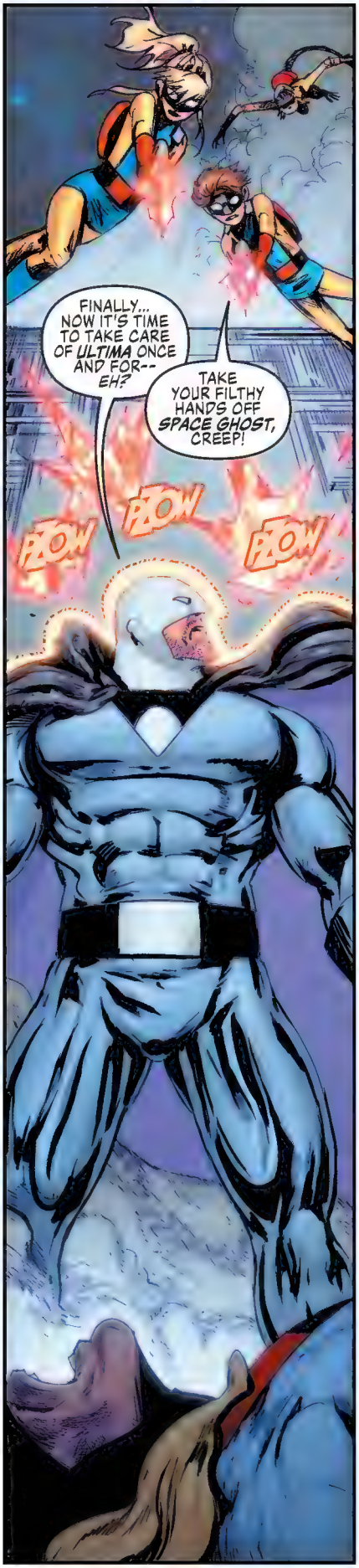
"LORD KNOWS IT'S BETTER THAN TRYING TO ACT LIKE ME."
POWER BANDS--RUN TEMPORAL DIAGNOSTICS SUBROUTINE.
CONFIRMED--TEMPORAL STABILITY WITHIN ACCEPTABLE LIMITS.
ISSSSS
AND WHAT ABOUT THE GHOST-TECH'S REGULATOR LEVELS...?
WAVELENGTH ABSORPTION HOLDING STEADY AT 97 PERCENT.
ISSSSSS
SO...WHAT'RE THE ODDS HE'LL ACTUALLY SIT THIS ONE OUT?
...
LESS THAN 0.0067 PERCENT.
YEAH--I SUPPOSE YOU'RE RIGHT...
...I GUESS I WOULDN'T HAVE LISTENED TO ME, EITHER.
12 : 14 : 39

Robo Corp Launch Command Base.
"PAY ATTENTION, KIDS--WE'VE ONLY GOT ONE CHANCE AT STOPPING THIS..."
"...SPACE SPECTRE CLAIMS TO KNOW ALL OUR TRICKS--BUT THAT CUTS BOTH WAYS..."
SECURITY, THIS IS DOCTOR XANDER IBAL--ANY INTRUDERS SIGHTED?
NEGATIVE, COMMAND--WE'VE GOT CLEAR SKIES... SKZZT!
WHAT WAS THAT, PATROL--? YOU CUT OUT ON US FOR A SECOND...
SHRK
"...SO IF HE'S ALREADY EXPECTING ME TO LEAD WITH A FRONTAL ASSAULT...?"
SKRREEE!

"THEN IT'S GONNA BE UP TO YOU THREE TO FLIP THE SCRIPT."
WHAT THE-- BLIP?!
GAH--BLIP, YOU DON'T WANNA DO THIS...!
FWUMP
SKRREEEE!
OH YEAH, GRANDPA? THEN JUST WAIT UNTIL YOU GET A LOAD OF ME!
NNF-- YOU'RE NOT SUPPOSED TO BE HERE, KID!
FWAM
DON'T WORRY, OLD MAN--BLIP AND I ARE JUST THE WELCOMING COMMITTEE!
SEE? THAT'S THE PROBLEM WITH LIVING WITH AN ANNOYING TWIN BROTHER...
BEEP BEEP BEEP
LIFE TENDS TO GET A LITTLE DISTRACTING...
SPEAKING OF WHICH...HOPE YOU ENJOY THOSE CONTACT MINES!
SONUVA...
PZOW
PZOW
PZOW

FTHOOM
FTHOOM
FTHOOM
GRRAAGH!
LISTEN TO ME-- I KNOW YOU THINK YOU'RE DOING THE RIGHT THING...
BUT THE ULTIMA SATELLITE IS FUELED BY A LUCIDIUM POWER CORE!
YOU'LL BE SENTENCING A MILLION PEOPLE TO DIE IF YOU DESTROY THAT ROCKET...
SHRAPT
PLEASE-- LET ME HELP YOU, SPACE SPECTRE...
WE NEED TO STOP THIS MADNESS NOW!
00 : 14 : 26

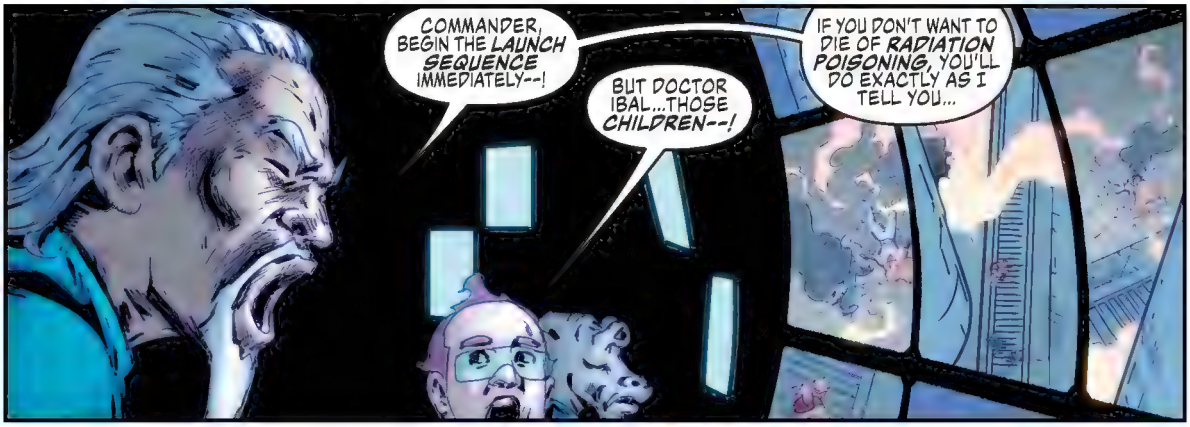
MADNESS? YOU THINK YOU KNOW MADNESS?!
YOU DON'T KNOW WHAT HORRORS THE FUTURE HOLDS, SPACE GHOST!
KABOOOOOM
YOU SAY A MILLION PEOPLE MIGHT DIE TODAY?!
WHAT ABOUT BILLIONS TOMORROW? WHAT ABOUT UNTOLD TRILLIONS?!
KRAK!
W-WE DON'T TRADE IN LIVES, BLAST IT...
AND THAT'S THE LUXURY THAT COSTS US EVERYTHING, YOU BLIND FOOL...
SMACK
BUT NEVER AGAIN...NOT ON MY WATCH!
KABOOOOO


FINALLY... NOW IT'S TIME TO TAKE CARE OF *ULTIMA* ONCE AND FOR-- EH?
TAKE YOUR FILTHY HANDS OFF *SPACE GHOST*, CREEP!
PZOW
PZOW
PZOW

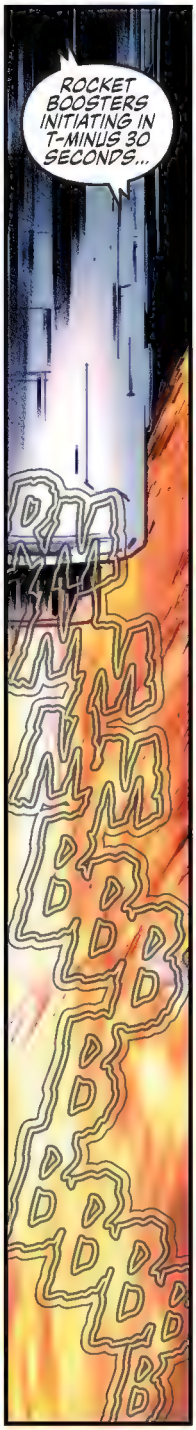
YEAH, PAL--WHY DON'T YOU PICK ON SOMEBODY YOUR *OWN* SIZE?!
PZOW
PZOW

PZOW
PZOW
AH, I REMEMBER WHAT IT WAS LIKE TO FEEL THIS KIND OF *LOYALTY*...
KZT

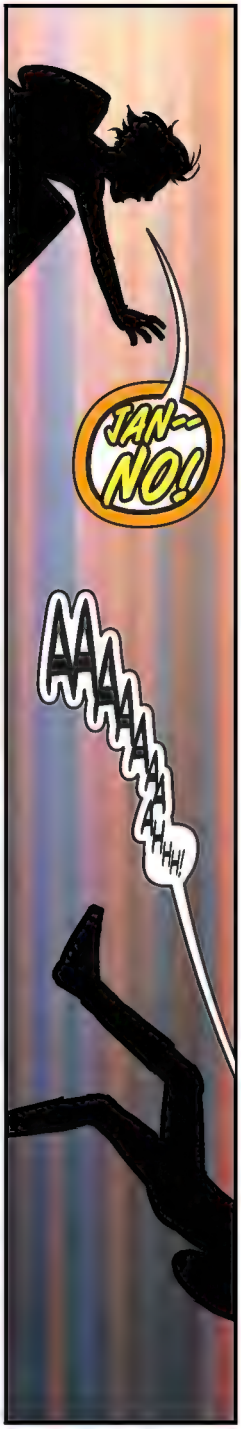
BUT SOONER OR LATER, EVERY KID LEARNS THE UGLY *TRUTH*...
...SOMEBODY'S *ALWAYS* OUT THERE LOOKING TO CLIP YOUR WINGS.
SHZ
ZRAAAK


COMMANDER, BEGIN THE LAUNCH SEQUENCE IMMEDIATELY--!
BUT DOCTOR IBAL...THOSE CHILDREN--!
IF YOU DON'T WANT TO DIE OF RADIATION POISONING, YOU'LL DO EXACTLY AS I TELL YOU...

"DO IT NOW--WE NEED TO FIRE THE ROCKET WHILE WE STILL CAN!"
SURPRISED? I KNOW EVERYTHING ABOUT YOUR GHOST-TECH...AND I JUST ACTIVATED YOUR KILLSWITCH.
NOW GO--I CAN BUY YOU ENOUGH TIME TO GET CLEAR OF THE EXPLOSION...
...BUT I MADE A PROMISE TO SHUT DOWN PROJECT ULTIMA...AND I'M NOT LEAVING UNTIL I'M FINISHED.


ROCKET BOOSTERS INITIATING IN T-MINUS 30 SECONDS...

OH GOD, JACE--I'M FALLING--!


JAN--
NO!
AAAAAAAAHH!

NONONO--SPACE GHOST, YOU GOTTA GET UP...
PLEASE-- SOMEBODY HAS TO GO AFTER HER!
"FOR THE LOVE OF HEAVEN... SOMEBODY NEEDS TO SAVE JAN!"
:KAFF:-- SPACE SPECTRE... P-PLEASE...
YOU'RE THE ONLY CHANCE THAT GIRL'S GOT...
PLEASE-- I'M BEGGING YOU...
REMEMBER WHO YOU ARE.
...

DAMN YOU FOR MAKING ME DO THIS, SPACE GHOST...
HANG ON, JAN...
I'VE GOT YOU!
FROOOOOOSH
FROOOOOOSH
THAT IS LIFTOFF--I REPEAT...
WE HAVE LIFTOFF ON PROJECT ULTIMA!
00 : 01 : 37

GOD FORGIVE ME--BUT I COULDN'T JUST WATCH YOU DIE, JAN...
NOT AGAIN.
NO...I CAN'T BELIEVE I DIDN'T RECOGNIZE YOU SOONER...

...WHAT ON EARTH HAPPENED TO YOU, JACE?
THERE'S SO MUCH I WANT TO SAY, JAN--HOW I CAME BACK HERE TO SAVE US ALL...

BUT THE FUTURE IS ALREADY PULLING ME BACK...
NOW ALL I CAN DO IS SERVE AS A WARNING.

I'M SORRY, JAN--BUT NONE OF YOU HAVE MUCH TIME LEFT...
JUST PROMISE ME YOU'LL MAKE THE MOST OF IT.

THE FUTURE IS COMING--PREPARE YOURSELF...
URRRRAKROOOOM
BEWARE
00 : 00 : 00

JAN--ARE YOU ALL RIGHT?! DID SPACE SPECTRE HURT YOU?!
NO--HE'S GONE, SPACE GHOST... PULLED BACK TO THE TIME-LINE HE ESCAPED FROM...
"JUST BEFORE HE DISAPPEARED, HE WAS TRYING TO WARN ME ABOUT SOMETHING TERRIBLE..."
SHRAKOOOOOOM
"I COULDN'T HEAR WHAT HE WAS SAYING--I WAS ONLY ABLE TO MAKE OUT ONE LAST WORD..."
"DOOM."
TSSSSSSSSSSS
NEXT:
BEWARE... THE COUNCIL OF DOOM!

NEXT ISSUE

BEWARE... THE COUCIL OF DOOM!

While Space Ghost and his young allies continue their campaign to bring order and light to the darkest corners of the Federation, sinister forces are gathering to plot their final destruction - and with the greatest villains of the galaxy united against them, can these Defenders of the Spaceways possibly survive?

SUPERSTAR AUTHOR DAVID PEPOSE GOES GLOBAL WITH CAPTAIN PLANET & THE PLANETEERS!

The animated series *Captain Planet and the Planeteers* ran for six seasons starting at the beginning of the 1990s, making a major impression on a generation of kids. Where does your own personal connection and history with the show fall within that legacy? Do you have fond memories of it and its wider franchise?

Every comic creator has their own personal white whale — that singular property they've been itching to make their mark on — and for more than a decade *Captain Planet* has been mine. As a child of the 1990s, I grew up with the original cartoon, but I think that many people have since overlooked *Captain Planet and the Planeteers* as just a bygone product of its time. Yet I've always believed that *Captain Planet* was so forward-thinking that the world simply wasn't ready for it yet — and now, 35 years after the series' debut, I think Captain Planet and the Planeteers are exactly the kind of heroes our world needs to see.

At its core, I think that *Captain Planet* has always had this deep well of untapped potential, possessing all the building blocks necessary to resonate with a modern audience. It has an international, globe-trotting cast hailing from all walks of life; it tackles some of the most timely and important threats of our era, ranging from environmental disasters to corporate greed; and it does it all within the context of larger-than-life, elemental action. These are characters that speak so perfectly to the world we live in today, and I couldn't be more excited to be ushering in this long-deserved reimagining of *Captain Planet and the Planeteers* for the 21st century.

Obviously front and center for *Captain Planet* are the themes of environmentalism, sustainability, and wider education on important issues that affect us as individuals as well as our whole society — particularly how children are touched by these challenges. It seems like these themes are no less relevant today in 2025 than they were in the '90s. How much are you looking to the real world and recent events in crafting your stories for this series?

For me, my main goal for *Captain Planet* has been to take the broader real-world issues ripped from today's headlines and put a human face on them via our Planeteers. They all come from a world where global environmental concerns aren't just abstractions, but something that has a real impact in their lives, whether it be flash floods in Ghana, tensions over green cars in Detroit, environmental protests in Russia, or corrupt mining operations in Brazil. Each of our Planeteers has their own backstory and perspective on the state of the world, and watching these outlooks evolve is a core element of our series.

Of course, a hero is always measured by their villains, and something that I think was really brilliant and courageous about the original *Captain Planet* cartoon was that the destruction of our environment was only one half of the equation — it was always rooted in human greed and profiteering, with villains like Looten Plunder and his lieutenants Argos Bleak, Dr. Blight, and Duke Nukem caring only about the state of their wallets rather than the long-term survival of our species. I think insatiable corporate greed is something that everybody can definitely relate to in the year 2025, and not only will we show the consequences of that greed in large-scale and dramatic fashion, we will also get to see our heroes tackle that corruption in a direct and heroic manner.

Beyond the titular superhero summoned by combining their powers, the franchise also focuses on the five Planeteers, whose unique backgrounds, diversity, and powerful friendships were also a key tenet of the show. How are you approaching trying to balance this cast, as well as balance the spotlight between them and Captain Planet?

Honestly, *Captain Planet*'s core cast is my favorite part of the entire series, and it's the main reason why I wanted to write this book so badly. This new take is very much an origin story of how the Planeteers first met, and seeing how their individual personalities and perspectives clash and evolve forms the emotional heart of this book. I think the Planeteers play off each other in such a compelling way, in a manner that is every bit as engaging as Claremont's *X-Men* or the *Teenage Mutant Ninja Turtles* — I'm making it a point that in each and every issue, all five of our main characters get their chance to shine, and that everyone gets their own emotional arc.

Yet as the Planeteers find themselves on the run from the unknown forces that have taken over Hope Island, we're also punctuating our series with Captain Planet himself, who serves as the team's unofficial mentor as well as their weapon of last resort when the dangers become insurmountable. Personality-wise, Captain Planet is sort of like Superman meets Captain America, if he happened to have Metamorpho's powers. Even though he predates the Cretaceous era, there's something timeless about him, how he's a tirelessly confident and reassuring presence even as he fights to protect the innocent from forces far beyond their control. Similar to what we did on *Space Ghost*, I wanted to approach Captain Planet's powers in a way that established both his strengths and weaknesses — and I think we've really nailed the right balance with Cap, in that he always serves to elevate the action, rather than serve as a crutch for the Planeteers to fall back on. Without spoiling too much, Earth's makeup has changed significantly since Captain Planet was last summoned to our world — and moreover, the Planeteers have to surrender their powers whenever Captain Planet is unleashed. That tradeoff is going to be a major Achilles' heel for all the characters involved, and is going to lead to some exciting complications as our story unfolds.

The series is really a superhero tale at its core, and you're also an experienced superhero writer — though not exclusive to that genre, of course — including your ongoing smash hit *Space Ghost* for us here at Dynamite. Can you expand a bit on these parallels and how *Captain Planet* fits within this genre?

Captain Planet and the Planeteers is a concept that definitely draws inspiration from the superhero genre, but it always approached it from such a unique angle — and as pop culture has evolved over the last 35 years, it has afforded us even greater avenues to make Captain Planet stand apart from other superhero comics on the stands. For starters, while many superhero comics focus on the drama of a separate identity, that's not something that *Captain Planet* was ever about. While Captain Planet himself is more of an elemental spirit charged with protecting the planet from larger-than-life threats and disasters, the Planeteers never took on costumes or codenames, never set themselves apart from humanity. If my take on Space Ghost channels a lot of his shared DNA with Batman, I'd say my take on Captain Planet draws a lot from the mutant metaphor in *The X-Men* — the Planeteers are ordinary people who are suddenly granted extraordinary powers, and now they have to find their way to each other in a dangerous world that's looking to hunt them down and exploit their gifts to destroy the world. And to me, that choice to hang on to that human core while still stepping up to the plate to save the day? That gives the Planeteers' adventures even higher stakes and an even greater sense of heroism in my eyes.

Another element about this series that's so exciting for me is the way we're able to leverage these characters' specific power sets, which I've described as a cross between the multicolored power rings from the *Green Lantern* mythos and the various elemental martial arts disciplines from *Avatar: The Last Airbender*. Captain Planet himself is a synthesis of all five elements, and so he's able to manipulate the natural world around him ina range of exciting ways, from quartz shields to supercharging thunderstorms in air-to-air combat. But for the Planeteers themselves, they each have their own particular elemental ring to control — Earth, Fire, Wind, Water, and Heart — and much of our series will follow that learning curve as they find out just how far they can take their powers. The Planeteers' powers are really only limited by their imaginations, their personality, and their sense of control — but in the spirit of series like *Green Lantern* and *Avatar: The Last Airbender*, we're finding all sorts of new ways to convey those powers in the most dynamic and visually-driven ways possible. If you're thinking of checking out *Captain Planet*, I promise you this — you aren't going to find another book that looks and feels like ours!

Emmanuel "Eman" Casallos (*Vampirella, Pathfinder*) is joining you as the artist on series. What is he bringing to help Captain Planet and the Planeteers shine in their first major comics outing in more than 30 years?

From my very first emails with Eman, the thing that struck me the most was how he clearly believes in this take on *Captain Planet* just as much as I do, and how he's absolutely swinging for the fences with every single page. Eman's got such a fantastic sense of energy and composition, which paid off massively as we've explored dynamic new angles for our characters' elemental powers — our opening sequence, for example, is the invasion of Hope Island, and the way that Eman hits the ground |running is going to set the action-packed tone for our series as a whole.

But even more important, Eman has been instrumental in his redesigns of Captain Planet and the various Planeteers, updating their appearance to better reflect how our world looks in 2025. (In particular, I thought Eman's designs for Kwame and Linka are incredible — not to mention the metamorphic new look of Captain Planet!) Our goal is to make this new run on *Captain Planet* as exciting, accessible, and resonant as possible, and Eman has been such a brilliant creative partner in bringing those goals to life. I really think this book is going to be a star turn for Eman, as we're pulling out all the stops to show readers why Captain Planet and the Planeteers are the perfect heroes for today's modern era. If you've overlooked Captain Planet, or written him off as simply a product of the '90s, this is where we're going to show you exactly what you've been missing — and if you liked the combination of action, excitement, and heart that I've been doing with *Space Ghost*, then I think you're going to absolutely love what we've got in store next for you with *Captain Planet*!

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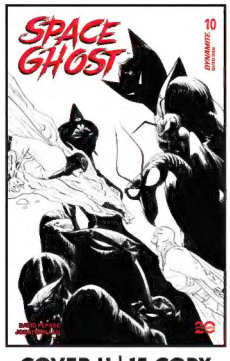

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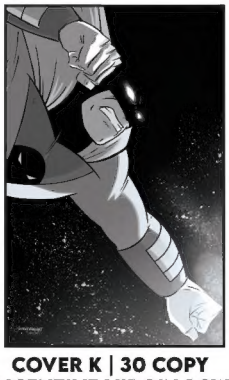

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